



Midnight Kiss

A STORY FOR

VAMPIRE

THE MASQUERADE



VAMPIRE

THE MASQUERADE

MIDNIGHT KISS

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Midnight Kiss

A Story for Vampire: The Masquerade

New Year, New You!

You're trying to survive as one of the Kindred night to night, dealing with the sects, the hunters, your own fading connection to the mortal world you used to inhabit. Ask yourself: Is this all it's ever going to be? It's New Year's Eve and as the city around you celebrates, you're faced with another twelve months of the same old.

Unless you have a choice. You have received an invitation from the Nephilim, the Children of the Angel, to attend a New Year's celebration at their temple. A mysterious, glamorous and powerful vampiric cult, they're opening their doors to the Kindred of the city, providing a rare chance to marvel at the wonders within.

During the festivities, you're offered a chance to be part of something greater. Will you accept at the cost of your humanity or greet the new year with your principles intact?

CONTENT WARNING

Vampire: The Masquerade addresses the darkness in the real world through horror stories. This story includes in-world references and expressions of the following: addiction, violence, abduction, ritualistic murder, religious abuse, sexual situations, and death.

JUMPING RIGHT IN

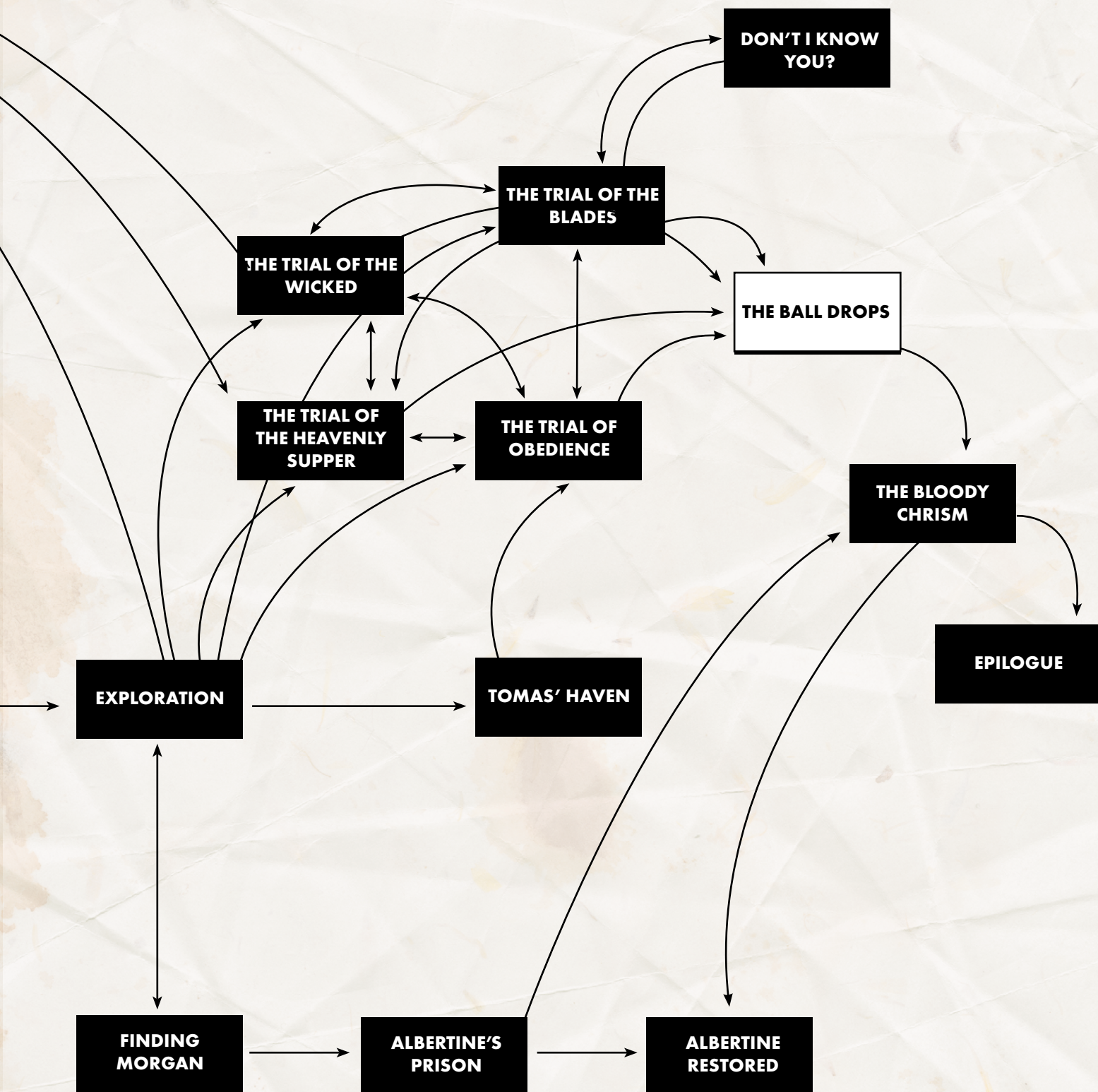
If this story isn't part of an established chronicle and the players don't have time to make their own characters, we've provided you with a coterie of six ready-to-play vampires. They're a newly established Questarti coterie (see *Vampire*, p. 199). The coterie's a blend of thin-blooded and true vampires.

Story Map

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THE HUNTERS





Background

This section contains all the background information you'll need to run *Midnight Kiss*.

The Nephilim

The Nephilim, better known to outsiders as the *Children of the Angel*, is a religious movement in Kindred society. Established by the childer of the methuselah Michael, its adherents worship the ancient vampire and value beauty, prowess, and excess. They maintain a rigid hierarchy that they call the *Basilica*, with Michael's closest descendants on top, followed by adherents of all kinds save for the Nosferatu. Nosferatu adherents, with ghoulish servants and mortal prospects, are at the very bottom of the Basilica.

The Children of the Angel seek to bring all Kindred, regardless of faction, into their loving embrace. Their most devoted adherents develop angelic beauty. Even the Nosferatu notice a softening of their curse. What the Nephilim don't mention is the price. These blessings come from imbibing the vitae of elders, creating Blood Bonds so powerful that none have seen them break.

If you're interested in using the Nephilim beyond this story, you can find more information in *Cults of the Blood Gods*.

A Tabernacle of Lies

This story takes place inside a *tabernacle*, a building owned by the Nephilim and converted into a place of worship and a haven for a close, direct descendant of Michael. This tabernacle is Sterner Hall, a storied former performing arts center in the heart of the city. After the center fell on hard times during the Great Recession, the elder Albertine claimed the building.

Some time ago, one of the Children's most beloved members pulled a coup. Tomas Visser and his coterie imprisoned a weakened Albertine deep within the tabernacle and convinced the rest of the flock that she had been Beckoned. Tomas claimed that before she left, Albertine taught him a ritual that would transubstantiate his Blood into Michael's. In truth, once the members are bonded to him and unwilling to reveal his secrets, he brings them to Albertine's prison to feed them her Blood.

The Nephilim's New Year's Eve party is the culmination of this coup. Morgan, the last unbonded dissenter, will be offered to a lucky guest for diablerie.

Emilio, a mortal interloper with ties to the local Catholic church, will serve either as a holy meal or a new Child depending on Tomas's whim.

Using his knowledge of Blood Sorcery and Albertine's stolen Blood, Tomas has concocted a ritual of rebirth. He'll enact it at midnight upon a guest who passes his special trials. He's certain that in the new year, the entire city will join his flock, and he'll be able to continue to pursue Michael's vision of a world under Nephilim rule in peace.

He's wrong. Morgan won't go quietly, Emilio has powerful friends, and Albertine isn't as helpless as she seems.

Tomas's dreams are destined to burn down around him, and the coterie carries the match that'll start the fire.

Story Structure

This section provides a birds-eye view of the story and a few ways to personalize it for your table.

Treatment

On New Year's Eve, Tomas Visser throws a party at Sterner Hall, the Nephilim's place of power. The entire domain is invited. The coterie arrives at the party, unaware that Tomas is hoping to bring some or all Kindred attendees into the faith by the end of the night. The coterie, along with the other attendees, are subjected to a series of morally questionable trials representing tenants of the faith. The "winner" of these trials is invited to join the Nephilim and take part in the Bloody Chrism, a mystical rite created by Tomas.

At the same time, Albertine, the true leader of the Nephilim, uses what's left of her strength to guide her last loyal servant, Morgan, into finding partygoers willing to free her. Agents of the Society of St. Leopold have also infiltrated the mortal-facing portions of the party, hoping to rescue Emilio, a fellow member captured and corrupted by Tomas. As the coterie is wrapped up in Tomas's schemes, they have opportunities to aid or hinder the elder and the hunters.

At midnight, the coterie's choices come together to determine the fate of the Nephilim.

A Focused Sandbox

Midnight Kiss is presented in a chapter-by-chapter format like other **Vampire** stories, but it doesn't have to run in that order. There are narrative paths, but Sterner Hall is a sandbox. The story runs on player initiative. Depending on where the players are in the story and what they choose to do, you may run pieces of one, two, or even several chapters at once!

In this story, the players will lead their characters into hell. You just prepare the path.

Here's a rundown on how this story is organized:

- **Prologue:** A short scene that lets your players introduce their characters and prepare for what lies ahead.
- **A Guided Tour:** A traditional scene, where the characters are given a tour of the premises. This allows you to set up the story and determine your coterie's first steps.
- **The Atrium:** A description of the tabernacle's reception, where Kindred and kine mingle.
- **The Nave:** A description of the tabernacle's arena, where the party reaches decadent heights.
- **Transepts and Passages:** A description of the tabernacle's backstage, where the Nephilim pursue horrifying perfection.
- **The Chancel and the Mausoleum:** A description of the tabernacle's private quarters, including Albertine's prison.
- **Baptism in Blood:** How to bring everything together at Tomas's midnight ritual, based on the choices your players' characters made.
- **Happy New Year:** A few ways to use the consequences of this story in future stories



Entrances

If this story is part of a greater chronicle, or if you prefer a little more setup to the story, here are a few ways to hook your coterie:

- **The Party to Die For:** The Nephilim's hedonistic shindigs are the talk of the city, and you finally have a chance to see it for yourself. What better way to end a hard year than to party with the beautiful people?
- **Helping an Ally:** An ally of the coterie is interested in the Nephilim's doctrine but is too afraid to approach them alone. They'd like you to accompany them so they can learn more about the faith without getting trapped in a hard sell.
- **Reverse Psychology:** One or more of the coterie's sires or Mawali know all about the Nephilim, and they want no part in it. You've been forbidden from the church's New Year's reception, but what your mentors don't know won't hurt them, right?

Depending on how you want to introduce the Nephilim, you may consider how specifically they extend the invitation to visit. An open declaration at a Camarilla Elysium carries different connotations than an informal heads up at a few select Anarch parties. If the Nephilim send out invitations to the havens of individual Kindred by courier, it shows they're both serious and very well informed.

OTHER TIMES, OTHER SEASONS

This story doesn't have to be set during New Year's Eve. All the story requires is that the Nephilim open their doors for a party that ends with a ritual at midnight. As the Nephilim appropriate Christian imagery and aesthetics, holidays such as Easter or Christmas could work, especially on the dates observed by the Eastern Orthodox Church. You could also set it on the anniversary of Michael's diablerie at the hands of Mary the Black, observed on April 14th.

Tenets

No two temptations are alike.

The actions the coterie take in this story, especially if they're taking part in Tomas's trials, should risk Stain accumulation. The practices of the Nephilim are potential

threats to a vampire's Humanity, but none of them should feel like an easy moral choice or a pointless gotcha.

That's where the Tenets come in.

Default Tenets

If you're using the chronicle Tenets from the core rulebook (*Vampire*, p. 172), this story works best with the Humanist or Gothic/Romantic Tenets. The Creed of Justice or Street Code should also interact well but may lead to more physical altercations than this story is prepared for.

Story Tenets

If you're running *Midnight Kiss* as a one-shot game, consider this custom Tenet set:

- Be loyal to the community, and the community to you.
- Access to higher truths must be available to all.
- Moral transgressions are justified when in search of escape from the vampiric condition.

Custom Tenets

If your coterie uses a custom set of chronicle Tenets, make sure that at least one of Tomas's trials either conflict with a Tenet or fall in line with one. Remember, that Tenets mark the boundary between the human and the monstrous. Breaking them means succumbing to the Beast within. It's possible that partaking in a trial might be a moral imperative in the eyes of the world even if it breaks against the specific Tenets used in the game. Feel free to adjust these trials to create the moral tension that's right for your troupe.

Coterie Splits and Conflict

Midnight Kiss lets characters move through Sterner Hall at their leisure and gives them a chance to do some questionable things. It's very possible that your coterie will want to split up or that the characters will come into conflict over one another's choices. To an extent, that's the purpose of this story. Blood cults like the Nephilim are not only wedges to established Kindred sects but to coterie as well.

If you're not used to splitting coterie for an extended time, try to switch perspective to another player or separate group of players after the results of a

test or conflict. Encourage players of off-screen characters to portray incidental characters in the current scene, especially if they're part of the Nephilim's rank and file. Give space in a scene for off-screen characters to enter whenever narrative logic allows, especially if someone's about to make an important decision.

Give your players enough space to let inter-coterie conflicts play out. It's prime character spotlight time, and it gives you a chance to think of the consequences. Keep any dice rolling to a minimum; Three Turns and Out (*Vampire*, p. 130) or One Roll Conflicts (*Vampire*, p. 298) are key. After player character conflicts, make sure to check in with the troupe and ensure that in-game hard feelings aren't bleeding out into out-of-game hard feelings.

Prologue: Getting Ready

If you're running this scenario as a one-shot, begin with the characters already having received the invitation below, either at the Elysium, at an Anarch party or from a courier. Try to avoid making it seem sinister as that can derail the scenario because it makes players feel paranoid.

If you insert the scenario into a chronicle, choose a method of invitation which works best for your circumstances, again trying to avoid making the Children seem too threatening.

The invitation is on a piece of handmade, high quality artisanal paper, sealed with wax and stamped with a sigil. A successful Intelligence + Occult test against 2 reveals the sigil as associated with the Archangel Michael in modern occult circles.

Inside is an invitation printed in gold-colored text over beige paper, which reads:

*The Children of the Archangel request your presence.
Come and partake of our beauty and grace as we hold a
vigil on New Year's Eve.*

Doors open at 7 PM. Refreshments will be provided.

*Please arrive in your best attire and stay to celebrate
the midnight glorification of the New Year.*

The invitation has an address leading to Sterner Hall. A closer inspection of the invitation reveals nothing out of the ordinary save for a golden star sticker placed on the top right corner. If the players are playing a coterie that already know each other before the events of this Story, let them call, text, or talk to one another to compare notes. Each invitation is exactly alike; even the sticker is placed in the same spot with perfect accuracy.

The Children of the Archangel is a known element in the city, so if a character doesn't know they sent it, a Mawla or a sire will. Those well-versed in blood cults might know the Children by their actual name, the Nephilim, and might even explain basic facts, like their worship of the methuselah Michael.

Unless you're using the Reverse Psychology hook (p. 10), if a character asks a mentor if they should go and they don't already have an established enmity with the Nephilim, the mentor will suggest going but advise caution.

Take some time to ask the players how their characters prepare to go to the party. If they want to describe the outfits they've prepared or play out a small scene of finding party clothes on short notice, let them. Imagery is important to the Nephilim, and how the characters dress and carry themselves may affect the blood cult's view on them for the rest of the story.

The right look can open the right doors.

If your players aren't interested in the minutiae of fashion, ask if the characters dress up at all, and if so, how much effort they put in. Unless the player describes their character spending a lot of effort on attire meant to annoy or distress the Nephilim, in general assume that the more effort spent, the better looking the character appears to the Nephilim.

Once the characters are ready to go to the party, move on to **Chapter 1**.

Chapter 1:

A Guided Tour

Once the characters arrive at Sterner Hall, read or paraphrase the following:

The building that stands before you now is a far cry from the humble, modernist place that served the city for years. The Children have fully transformed this former performing arts center into their holy ground.

Spotlights of golden light illuminate a Neo-Gothic exterior. If it weren't for the flashing lights and thumping modern music coming from the inside, you'd almost think it was a cathedral.

Before you there is a booth manned by a masked figure in a cloak. There's a crowd around the booth. Some of the faces are Kindred you know or recognize. Most of the others are mortals, beautiful people who look like they've walked out of an influencer's social media page.

Another cloaked and masked figure comes out of the building. This figure looks at you, waves, and gestures for you to come to them. What do you do?

The figures in cloaks and masks are the bottom of the Nephilim's Basilica: ghoul servants and Nosferatu adherents. Every member of these rungs of the hierarchy are masked and cloaked outside the tabernacle as well as in the Atrium (p. 15) and the Nave (p. 17). The figure in the booth is a ghoul, and three fellow guards outside are also ghouls (*Vampire*, p. 372). Unless a character wins a Manipulation + Subterfuge test against 3 to hide something or a Dexterity + Stealth test against 3 to fast-talk a guard, they're made to relinquish any weapons and cellphones.

Meeting Rebecca

The figure waving down the coterie is Rebecca, a Nosferatu. If the coterie decides to avoid her and present their invitations to the ghoul in the booth, the ghoul looks at their invitations and directs them to her. Whichever way they meet her, she's delighted to see them. She adores expensive-looking suits and dresses, and anyone wearing them may use them as a +1 dice-pool bonus to any Social test against her.

Rebecca introduces herself and tells the coterie that her job is to give them a guided tour. She says it's because it's a special service for "gold stars." She says that every mortal invited has a bronze star, most Kindred have a silver star, but a few vampires have gold stars.

A Wits + Insight test at Difficulty 3 reveals that to be a partial truth. If pressed, she'll admit that they get to play "party games," but says she's saving that for the end of the tour.

Sneak Preview

Rebecca guides the coterie around Sterner Hall, clearly relishing the opportunity. It's obvious to anyone that this might be the first time in a long while she's gotten to take charge of something. As she gives the tour, she peppers in bits of what she refers to as the "Lex Angelorum," the society's holy code.

She begins by leading them around the Atrium (p. 15). She justifies the presence of mortals here and in the Nave by saying that some are "potential Childer," and others are "potential dinner." If the characters note on the presumption of picking out mortals for the Embrace, she says that the Nephilim have always enjoyed good relations with the Prince.



Obey all superiors. Reject wickedness and ugliness. Never violate the sanctity of a temple. Never reveal the angels to the living. Bring everyone into the faith.

LEX ANGELORUM

5 Bullets: Obey all superiors.

Reject wickedness and ugliness.

Never violate the sanctity of a temple.

Never reveal the angels to the living.

Bring everyone into the faith.

Then she enters the Nave (p. 17). While the dance party inside hasn't gotten hot and heavy yet, she tells the coterie that in a little while, "it'll get slippery in here."

In the Transepts (p. 19), Rebecca tries to draw attention away from the twisting passages around the group, leftovers from the building's dramatic conversion. A Wits + Craft or Intelligence + Awareness test at Difficulty 3 lets a vampire notice and memorize a shortcut to one of the other rooms, and a critical success lets them memorize a shortcut to one additional room or to an exit.

Rebecca takes the group into the Chancel (p. 21) for a few brief moments, noting that only with "my superiors' permission" is she allowed to set foot in this space. She tells them that this is where Tomas makes his haven while their patron, Albertine, "protects us from elsewhere in the world." Tomas (see page 14) emerges from a back room to make a quick introduction. Rebecca keeps herself quiet and obedient while he speaks. Her superior barely notes her existence. He invites the coterie to come back later if they have any questions about the Nephilim.

During this tour, pick one or two things from each of the following chapters and make hints towards them. Perhaps one of the mortal guests is starting to get rowdy in the Atrium, or the coterie hear Emilio screaming praises to Michael in the Transepts.

Morgan

As Rebecca leads the coterie back to the Atrium, she slams into Morgan as he runs from the Chancel. She recognizes him immediately, bows, and begs forgiveness. She explains that she was showing the special guests around before "the games." He gives the coterie a hard look, but before he can say anything, two voices shout for him further down the hallway.

He tells Rebecca that she “didn’t see him” and the coterie that “we’ll talk later.” He then sprints into a passageway, giving the players another chance to discover one.

Rebecca rushes the coterie back to the entrance. She tells the coterie about the party games or elaborates further if they got anything out of her before the tour. She tells them that there are four trials, and that those who succeed in them will receive a prize. If asked what the prize is, her only response is:

“The reward is something greater than money, greater than redemption, greater than our existence itself.”

She doesn’t specify what or where the trials are and encourages the coterie to discover them for themselves.



Go Anywhere

Leaving the group in the Atrium, Rebecca tells them to enjoy the party, then heads back outside to greet another batch of gold stars. She’ll be there the whole night, save for the Trail of Heavenly Supper (p. 20) and the rebirth ritual (p. 24), and can either give clues to where the trials are or say it outright with a Charisma + Persuasion or a Manipulation + Intimidation test at Difficulty 4.

For the rest of this story, the players lead the way. Remember to use the Scene Map (p. 6–7) to prepare for where the coterie goes next.

REBECCA, DEVOTED NEWBIE

Clan: Nosferatu

General Difficulty: 4/3

Standard Dice Pools: Physical 4, Social 5, Mental 6

Secondary Dice Pools: Health 4, Willpower 3

Exceptional Dice Pools: Stealth 7, Performance 7, Awareness 6, Subterfuge 6

Disciplines: Animalism 2, Obfuscate 2, Potence 2

TOMAS, ZEALOUS BETRAYER

Clan: Toreador

General Difficulty: 5/4

Standard Dice Pools: Physical 6, Social 8, Mental 7

Secondary Attributes: Health 6, Willpower 6

Exceptional Dice Pools: Brawl 7, Leafship 9, Subterfuge 9, Occult 8

Disciplines: Auspex 2, Blood Sorcery 2, Celerity 3, Presence 4

MORGAN, LOYAL FUGITIVE

Clan: Toreador

General Difficulty: 4/3

Standard Dice Pools: Physical 5, Social 6, Mental 5

Secondary Dice Pools: Health 5, Willpower 5

Exceptional Dice Pools: Athletics 7, Leadership 8, Occult 6

Disciplines: Auspex 2, Celerity 3, Presence 4

Chapter 2:

The Atrium

The Atrium of the tabernacle is Sterner Hall's reception hall. In the center of the hall is a large open bar. The mortals present seem to enjoy the food and drink. A jazz band set up during the tour and are playing a setlist of torch songs.

The mood is supposed to be classy, but between the copious drinking and the Nephilim's manipulation of their guests, things are taking a turn for the indulgent. Every so often, someone takes a partner by the hand and slips through the doors to the arena.

Consensualists, Scene Queens, and Osiri have little problem feeding here, and even a Sandman could pick up someone who had a little too much to drink. Many of the mortals here have Melancholic or Phlegmatic Blood Resonance from the drinks or the music.

Trial of the Wicked

The Nephilim have intentionally invited more mortals than their food and drink supply, usually reserved for mortal recruits or for occasional personal indulgence, can handle. It isn't long until demand outweighs supply, and some of the mortal guests aren't happy. Any guest who tries to leave finds that the guards won't let them.

The mood harshens, and the Children want their special guests to do something about it.

The Trial of the Wicked looks for someone willing to drive out anyone who is either acting rude, getting violent, making a scene, or carries themselves in a crude, disgusting manner. Forceful or humiliating expulsions grant participants more favor among the Nephilim. It's a good choice for a first trial in this story; it's the least

questionable and it's something a character could do without realizing they're taking part in a trial at all.

Pick one of these targets or create your own. Targets in this trial are best represented as Simple Antagonists (*Vampire*, p. 370).

- Shelia (Belligerent •••) thinks this party blows and decides that if she can't leave, she'll make her own fun. She's started a livestream with a smuggled cellphone. She mocks the staff and the décor. This could become a Masquerade breach if she isn't stopped.
- Kyle (Belligerent •••) is having a bad night. He's struck out, the bar's dried out, and now he's going to take it out on anyone who gets close to him. His rudeness threatens to escalate into harassment or even violence.

The players can deal with the target in a few ways. Convincing the target to stop or ushering them out in a peaceful way is a Manipulation + Persuasion or a Charisma + Etiquette test. Humiliating or threatening them to leave is a Manipulation + Intimidation test. Resorting to physical means is a Strength or Dexterity + Intimidation test. If any Nephilim character who isn't Morgan is present for this, they'll try to egg the vampire on into getting the target out in the worst possible way.

Winning the test puts the target in the hands of the guards, who promise to "bring them outside." They're either enthralled, mind-wiped, or, if it hasn't occurred yet, brought to the Transepts as part of the Heavenly Supper (p. 20).

If none of the players participate in the trial, the ally from Helping an Ally (p. 10) or a vampire storyteller character the coterie has allied with does it and wins in the worst possible way.

The Hunters

Among the supermodels and fashion stars, three average individuals stand out. These are Frank, Christine, and Sammy, amateur hunters and disposable associates of the Society of Leopold. They're in over their heads, and they're here to save their friend Emilio. They came to do reconnaissance, saw an opportunity, and paid off some guests outside for their invitations.

They're trapped in the belly of the beast.

At first, the hunters were operating on the theory that the enemy had kidnapped their friend and taken him to a New Year's celebration hosted by a niche sect of celebrities and wealthy wastrels for some fell purpose. Now that they've mingled among the other party guests, they've come to suspect that the whole event is controlled by vampires.

Because they acted in haste, the hunters are weaponless and badly prepared, but they're not complete fools. They left weapons in a car parked nearby with the hope of retrieving them as necessary and they're keeping an eye out for anyone who doesn't have Blush of Life or carries themselves with a confident air. Unfortunately, in a crowd full of coked up investment bankers this is a poor strategy. Upon finding a suspected vampire, one of them chats up the target. They claim that they got separated from their friend Emilio and that they think he's in "in the back." Their goal is to trick a vampire into confirming Emilio's presence in the building, perhaps scouting along if they get lucky with a suitably unwary vampire. While one of them does the talking, the other two act as discreet backup should trouble arise.

Seeing through their con is a contest of Wits + Insight against a Difficulty of 4. A win reveals that they have an undeniable ulterior motive. Getting them to admit their agenda is a Manipulation + Persuasion or Subterfuge test at Difficulty 4. A critical win in the first contest gets them to admit their agenda outright, with no second roll necessary.

If discovered, Sammy proposes a deal: if the coterie leads them into the back and doesn't interfere with their rescue attempt, they'll make sure to keep the coterie off any reports they'll have to make should they survive.

The other two are visibly uncomfortable with Sammy's negotiation but let him try.

Whether the coterie accepts probably depends on how their relationship with the Children has been shaping so far. If they've liked what they see so far, they can give up the hunters to Tomas. If they need more tools against him or all Children, they may decide to work with the hunters.

If the coterie accepts, the hunters stay close by until they next enter the Transepts. Sammy plans to honor his word but might change his mind if he sees a coterie member engage in a cruel act, like one of the trials. A truly monstrous act gets the hunters to turn on the coterie, even if it brings certain death. If the coterie's willing to risk the Hunger, Mental Disciplines like Dominate or Presence might smooth over any problems.

If the coterie's already gone through the Trial of Heavenly Supper (p. 20), they could lead the hunters to an Embraced Emilio to serve as his first taste of mortal blood. If he has been drained and the coterie tells the hunters so, Christine believes it but Sammy and Frank do not. She tries to flee the building, and the other two hunters pursue her. When the guards catch them, they'll meet a similar fate as the target from the Trial of the Wicked (p. 15).

If the coterie never meets the hunters, they'll work up their courage, sneak around the building, and get caught before the end of the night.

The Hunters

Frank, Christine, Sammy, and Emilio are Catholic laity recruited by Father Diego Molina of the Society of Leopold. They were supposed to serve as Molina's eyes and ears in the city, but Emilio got too close to the Children and vanished a week ago. The other three are disobeying Father Molina's orders not to rescue him, believing that he will be sacrificed in a ritual of some sort at New Year. All four supporting characters use the dice pools and secondary attributes listed here.

Standard Dice Pools: Physical 3, Social 4, Mental 4

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Athletics 6, Brawl 5, Melee 6, Stealth 7, Subterfuge 8, Awareness 9

Chapter 3:

The Nave

The Nave of the tabernacle is Sterner Hall's arena. It's an open floor where the Nephilim perform their rituals. Right now, it's serving as a dance floor. A sound system blasts electronic dance music with hypnotic, sensual beats. Flashing lights illuminate the room, burning in afterimages of writhing bodies.

The revelers in this room are partying without inhibitions. They come in two forms. The first are Kindred, mostly Nephilim but also guests who have figured out where the real party is. The second are mortals, some of which might get seduced, embraced, or devoured before long.

The mood in the Nave is never chaste, but as the night carries on, the dance party takes on full Bacchanalian excess. Drugs and blood flow freely, and guests fuck in full view of everyone. It's the perfect place for a Siren. The mortals here have Choleric and Sanguine Blood Resonances in their veins.

When Rebecca said it'd get slippery, she meant it.

Aside from the dramatic increase in mortals, it's not too different from an ordinary Nephilim ritual, a fact any Child will disclose if asked.

On the furthest wall is a mural of Michael, the Nephilim's patron. With his right arm, he slashes at a group of grey humanoid creatures with hideous faces with a flaming sword. From his left arm, Blood flows from his wrists into the mouths of kneeling worshippers. The wall has a single golden door, which leads into the Transepts (p. 19).

Trial of Blades

The Nephilim compare feeding with fangs to eating a meal with your hands. It's appropriate in some cases, a necessary evil in others, and always uncouth. The Trial of

Blades looks for someone who can hunt using something that isn't their teeth.

The trial begins when a character hunts in the Nave or appears unusually hungry to the subjective eyes of the Children. As the character hunts or resists the temptation to feed in a room filled with blood, they're approached by a handsome Ventrue named Freddie. Freddie's fashion tastes are driven by his baser urges. Anyone wearing tight or revealing clothes may use that as a +1 bonus to any Social test against him.

After a quick introduction, he gets to the point: he could see the vampire starving from the back of the room.

Freddie assures the character that this room has the best menu in the house and points out a few prime choices. Like the targets in the Trial of the Wicked (p. 15), these are also represented as Simple Antagonists:

- Sanjay (Vessel ••) knew that this party would be wild when he had to give up his cellphone, but this'll be one for the history books (and his vlog). He's sitting naked against the wall and catching his breath.
- Iris (Vessel •••) arrived at the party with friends, and now she can't find any of them. She thought she was ready to learn Michael's truths, but the whole night's felt like swimming in a pool full of sharks. She can't pin down why. She's half-heartedly swaying on the dance floor, hoping to catch a glimpse of her friends.
- Gale (Vessel ••••) came to dance, and that's it. They don't know what the hell happened here, but they want out. The lights are disorienting them, and they're wandering toward the golden door in the Nave's mural.
- For a personal touch, consider making one of Freddie's targets another player character's Touchstone, invited to the party unbeknownst to the character they belong to.

If the vampire picks a target, Freddie compliments their choice, but discourages the character from using their fangs. He explains how civilized Kindred use utensils to eat and presents them with a black velvet box with a silver knife inside. He promises that if the vampire pulls it off, the blood will taste sweeter. He also adds,

“It’ll be easier if you make them want it.”

With that, he waves and chats up another party goer.

If the character takes on the trial, they can use any method at their disposal to convince their target to receive a cut, like smooth-talking them (Charisma + Subterfuge), talking it up as crossing a thrilling taboo (Manipulation + Persuasion), or selling the act as a religious experience (Manipulation + Occult).

The knife is a +0 Physical damage weapon, but it’s too dull for the precise cuts necessary for feeding. A risky but effective cut is a Dexterity + Melee test at Difficulty 3. Going for a safe cut is a Dexterity + Medicine test at Difficulty 4. Both cuts are very painful.

Winning the test lets the vampire feed as normal and wins Freddie’s favor. He’ll aid the coterie with anything that doesn’t directly violate his strong Blood Bond to Tomas, such as asking him to betray Tomas or act against the interests of the current leadership.

If no one takes Freddie up on the trial, he’ll do the act himself. The target the character chose is severely injured and might die without help. If someone accepts the trial but feeds normally, they might face an angry Freddie later that night.

FREDDIE, PEPPY SADIST

Clan: Ventrue

General Difficulty: 4/3

Standard Dice Pools: Physical 5, Social 6, Mental 4

Secondary Attributes: Health 6, Willpower 5

Exceptional Dice Pools: Melee 6, Insight 7, Leadership 6, Medicine 5

Disciplines: Dominate 3, Fortitude 3, Presence 2

Don’t I Know You?

The city’s Kindred are a small community, and not every vampire here is a Nephilim. Pick a character’s sire, Mawla, Adversary, or other connected Kindred supporting character and give the coterie a chance to find them in the Nave’s undulating mass of dancers. “I just came to party,” is a perfectly valid reason, but there are other options. They could have come to ensure the Nephilim don’t get their claws into their charge or to catch their hated rival in a delicate position.

It might be a relief to see a familiar face, but this supporting character is just as likely to be tempted – or in danger – as anyone else. Consider using them if no one chooses to go through a trial, or as Tomas’s other choice for diablerie (p. 22), should the coterie help Morgan evade him.



Chapter 4:

Transepts and Passages

The Transepts of the tabernacle are Sterner Hall's dressing rooms, waiting rooms, and green rooms. This section has two separate wings, North and South. Nephilim of all levels of the Basilica come here to take breaks, and it's the only place where the servants can walk unmasked and uncloaked.

There are workshops and studios in both wings.

Despite the rumors, the Nephilim's nightly life isn't a total orgy.

Michael demands perfection in all arts and aesthetics, and here the Basilica hone their crafts. There are also spaces for group activities, like worship and communal meals.

If the coterie made a deal with the hunters in the Atrium (p. 15), this is where they'll part ways. Sammy hears Emilio's voice and leads the team to the North Wing.

Secret Passageways

Converting a near century-old performing arts center into a replica of a cruciform temple was a difficult task, and not everything was a perfect fit. The remnants of the building's old design became winding sets of passageways through the tabernacle. This presents a possible exit, should the coterie need to get themselves or someone else out safely.

While in the Transepts, the coterie can discover a viable passageway using the methods in Sneak Preview

(p. 12). Traversing the passageways is a Physical Attribute (Storyteller's choice) + Athletics test with Difficulty based on destination. Passageways to the Atrium and Nave are Difficulty 3, passageways to the Chancel are Difficulty 4, and passageways to the Mausoleum or to an exit are Difficulty 5. Guiding a supporting character through a passageway the character knows increases the Difficulty by 1.

Finding Morgan

While discovering or traversing secret passageways, the coterie can hear Morgan moving through connected passageways. He's used them the entire night, avoiding the pursuers Tomas has sent for him. If a character has discovered the passageways through a Critical win, they could reach him without a roll. Otherwise, a Composure + Awareness test at Difficulty 3 reaches him.

If Morgan hasn't seen the coterie partake in the trials or doesn't otherwise suspect that they're siding with Tomas, he'll trust them enough to give them his side of the story. He tells them that Tomas was Albertine's most faithful disciple but haunted by the fact that, not being Michael's descendant, he would never be able to truly reach the heights of the Basilica. He finally usurped and imprisoned her. Now Tomas wants to feed Morgan, the only person who knows what happened and can freely act on it, to any gold-star who impresses him enough in his trials.

If the coterie asks Morgan why he hasn't left or gone public to the Kindred, Morgan answers that he can't bear

to leave his master in Tomas's clutches. He also fears that the Prince, or even Nephilim from outside the city, will order the indiscriminate destruction of Sterner Hall and all within it for this party, which breaks the Lex Angelorum and might break the Traditions of the Masquerade and Progeny, depending on how the Prince will see things. He begs the coterie to help him free Albertine.

If the coterie decides to work with Morgan, he'll stay low in the passageways until they're ready to head to the Mausoleum (p. 22). If the coterie chooses to never pursue Morgan or rejects his plea, he'll be caught and presented as the sacrifice for the Trial of Obedience (p. 22).

The Trial of Heavenly Supper

In the North Wing, an excited crowd is gathering. If the coterie has got to know Rebecca or Freddie, they invite the coterie to "have a meal with us." Rebecca makes the offer to make up for the tour's rushed ending, and Freddie as a reward for undertaking or seriously considering the Trail of Blades. He assures the coterie that it's okay to use their fangs here.

If the coterie follows the crowd or accepts an invitation, they're led to a large dressing room filled with lit votive candles and with Christian imagery smeared on the mirrors in dried blood. Emilio (p. 16) is kneeling in prayer in the center of the room, singing praises to Michael. The crowd circles the mortal, fangs bared. If the coterie earlier escorted the hunters to the Transepts, they could catch them in hiding with a Wits + Awareness test at Difficulty 2. They're setting up an ambush with improvised weapons.

Tomas enters the room behind the coterie and greets them. If they've encountered any trials, he'll congratulate the coterie on their successes or gently chide them for their failures or rejections.



He asks Emilio to renounce his faith and to embrace being a sacrifice to Michael, which the young mortal does with a jubilant tone.

He submits a question to the assembly: shall Emilio be honored as a sacrifice, or shall he become a Childe?

The congregation is split, and Tomas turns to his gold stars to break the tie.

The coterie has a few options:

- **The Coterie Chooses:** Tomas accepts their judgement. The congregation devours Emilio as a group. Depending on their choices, they toss out the body or Tomas Embraces him. As Kindred, Emilio first feeds on the Belligerent in the Atrium (p. 15) or the hunters if they were caught or led into a trap by the coterie. Tomas dismisses his flock and reminds the coterie to return to the Nave at midnight for "the chrism."
- **The Coterie Walks Away:** Tomas accepts that the coterie "isn't quite ready yet." As they leave, he invites them to head to the Nave at midnight for "the glorification." Emilio is drained.
- **The Coterie Stops the Supper:** If the coterie protests the proceeding of the ritual, Tomas enters a Social conflict with the coterie, aided by Rebecca and Freddie. Tomas uses any trial a coterie member took part in as a +1 Superficial Willpower damage weapon. This conflict lasts three rounds, and the party that took the least damage wins. If the coterie wins, Tomas angrily dismisses his flock and tells the coterie that they'll regret their deeds during "the chrism." Emilio is left alive and in emotional distress. If the coterie loses, the gathering drains Emilio.
- **The Hunter's Assault:** If the hunters are in the dressing room and the coterie catches them, they can either alert the congregation to their presence or keep silent. If alerted, the congregation attacks and devours all four hunters. If they keep silent, the hunters strike as Tomas awaits the coterie's answer. The hunters are doomed but buy the coterie time to get away. If the coterie helps the hunters, it's a fight against six opponents: Tomas, Rebecca (and one Kindred guard that uses her stats), and Freddie (and two Kindred guards that use his stats). It lasts three rounds, and the party that took the least damage wins. If the coterie wins, use the outcome for winning the social conflict in "The Coterie Stops the Supper."

Chapter 5:

The Chancel and the Mausoleum

The Chancel of the tabernacle is in the old administration offices in the back, converted into a luxurious suite for a descendant of Michael. Underneath the Chancel is a large basement, which is both a boiler room and a makeshift mausoleum for “fallen Children.”

The Chancel is Tomas's current residence. He claims that he's only maintaining it until Albertine's return. Nephilim that he hasn't completely Blood Bonded are ordered to stay out of the mausoleum, out of respect for the finally dead.

The coterie's presence in their holiest ground proves that Tomas's flock are heretics.

Following Nephilim traditions, no one, under any circumstances, should set foot in the Chancel if they're not a Child of the Archangel. Tomas allows the gold stars to roam his halls because he sees them as prime recruitment material: Young enough to be molded to his cause, but with some accomplishments under their belts. Making a direct pitch to the gold stars outweighs the risk of visiting lesser Nephilim discovering his operation or Albertine's prison.

Tomas's Haven

Tomas has an open-door policy with gold stars. He's in the Chancel all night save for the Trial of Heavenly Supper (p. 20) and the Bloody Chrism (p. 24). He appreciates elegance in all things, and anyone wearing simple but well-designed fashion gains a +1 bonus to all Social tests against him.

He's willing to answer most questions and has answers for standard ones:

- The Nephilim worship Michael, a vampire who led a harmonious society of vampires in Constantinople together with his lovers Antonius and Dracon.
- Michael is upheld due to his divine Blood flowing through his descendants, the true leaders of the faith. A Wits + Insight test at Difficulty 4 picks up on Tomas's brief look of outrage at the idea of Michael's childer being the faith's inherent leaders.
- Tomas came into the faith soon after Albertine arrived in the city. He claims that when he looked up

on her beauty, he heard the voice of Michael telling him to follow her. An Intelligence + Occult test at Difficulty 3 cuts through the patter and makes it clear that he's Blood Bonded to her.

- The coterie are gold stars because he's seen them before at a previous Elysium or an Anarch party. He claims that he and them are alike in "longing for something greater."
- He's not worried about a Masquerade breach in the Atrium or Nave. He sees tonight's celebration as a part of a well-maintained Basilica with an open door.

If the coterie brings up Morgan or shares details of his side of the story (p. 13), he stops them. He explains that Morgan was absent when Albertine handed power to him and that his claims are the "manifestations of a madness borne from misplaced affection." His demeanor sharpens, and he subtly interrogates the coterie about Morgan's whereabouts.

If the coterie knows where Morgan is and tells Tomas the truth, he'll thank them for their help and asks them to return later for a reward. Lying to him is a contest of Manipulation + Subterfuge against a Difficulty of 5. If they don't know where he is, he asks the coterie to let him know if they catch sight of him.

If the coterie enters Tomas's haven while he's not present, they can discover his true nature with a Wits + Investigation test at Difficulty 3. A win discovers a locked secret compartment in his desk, which is unlocked with a Dexterity + Larceny test at Difficulty 3.

Inside the compartment is a series of letters between Albertine and Tomas, arguing over how best to run the Nephilim. The correspondence ends with no mention of Albertine leaving the country, and the papers include an invoice for restraints and chains. A critical win uncovers a journal describing attempts to use Blood Sorcery to replicate a legendary ability of the thin-blooded.

The Trial of Obedience

Tomas holds a special trial in his haven. If the coterie doesn't discover Morgan after the tour (p. 12), rejects his plea for help (p. 12), or sells him out to Tomas, he's the target. If Morgan's hidden or he escaped, other targets could be Rebecca, in retaliation for not helping capture Morgan during the tour, or Freddie, for providing a dull knife in the Nave. If you're using the Helping an Ally hook (p. 10) or ran Don't I Know You? (p. 18), these supporting characters are also valid targets.

Tomas invites any thin-blooded character or any character who engaged in at least one other trial in a way that pleases the Nephilim. If neither are true, they're invited because they're gold stars.

He beckons the coterie to sit with him at a dining table. Before him is a struggling figure covered in a thick cloth. Tomas asks the coterie if they've enjoyed the party. Whatever their answer, he apologizes for forgetting the most important part.

No celebration is complete without a party favor.

He pulls off the cloth to reveal the target.

The target is bound with prayer ropes in an Eastern Orthodox fashion. Tomas pushes a single sharp silver knife across the table. He tells them to "clean their plate." This is an undeniable offer of diablerie.

Biting or stabbing the target succeeds automatically. Standard rules of diablerie apply (*Vampire*, p. 235). When it's done, Tomas assures the character who committed diablerie that they have the full support of the Nephilim should "complications arise." If this is part of a larger chronicle, this is a wedge Tomas can use to get the character to join the blood cult.

If the coterie walks away, Tomas is disappointed but lets them go. Once they're out of his sight, he commits the deed himself.

Untying the target or cutting them free succeeds automatically, but Tomas will use every ability at his disposal to stop the coterie. This is a Social conflict to convince the coterie to walk away or commit diablerie.

Tomas can accept the coterie turning him down, but freeing a target is a rejection he can't stand. He orders the cult to track the coterie down and capture them – perhaps to make them watch the rebirth ritual by force (p. 24).

Finding Albertine

The pathway to the mausoleum has a few defenses. A single guard (a ghoul like the ones at the front) keeps watch, and the heavy iron door is locked with an electronic lock and a padlock.

The coterie can enter the mausoleum in three ways:

- The direct route is a Series test (*Vampire*, p. 294). The coterie needs to avoid or distract the guard (Dexterity + Stealth or Manipulation + Subterfuge), crack the locks (Intelligence + Technology for the electronic lock, Dexterity + Larceny for the padlocks), and get the door open (Strength + Stamina). All tests are at Difficulty 3.
- The coterie can search for a passageway to the mausoleum (p. 19).
- If the coterie helps Morgan, he leads them through a secure passageway.

The mausoleum is empty save for Albertine. She's held to the concrete floor with metal restraints and chains. Weeks of blood draining have made her more animal than Kindred.

Freeing her is a Dexterity + Larceny test (Difficulty 3) to unlock her restraints and a Strength + Athletics test (Difficulty 2) to pull off the chains. Doing this while she's starving increases the Difficulty of each test by 1, and failure puts the character at risk of her Kiss.

Albertine only needs to slake the equivalent of 1 Hunger to achieve a ravenous but lucid state.

Pulling away from the Kiss of an elder is dangerous.

A character who feeds Albertine receives +1 Hunger and must make a Resolve + Brawl test at Difficulty 4 to shove her away. A failure adds an additional Hunger level as she continues to drain the Kindred. The character may roll multiple times, the Difficulty reducing by 1 after each failure until the character either wins or falls into torpor.

If Morgan is present, he'll volunteer to feed Albertine. Unless the coterie saves him with a Strength + Stamina test at Difficulty 4, she drains him to final death.

If the three hunters are present, they won't volunteer. If Emilio is with them, he recognizes Albertine from Tomas's teachings. He rushes to her with a cry of joy and offers himself to her. The hunters will try to stop him.

A fed and free Albertine is the epitome of beauty, manners, and grace. She thanks the coterie and apologizes for any mess. She leaves the mausoleum through a passageway to confront Tomas at midnight (p. 24). She won't offer the coterie to join her but will let them accompany her if they decide to do so.

If Albertine is free and unfed, she'll attack the closest character. If she can't do that, she rushes to the mausoleum door. The guard will open the door and if he isn't saved, he's murdered. She dashes into the halls and goes on an indiscriminate feeding frenzy. If the coterie wants to find her, she'll be in a dressing room in the south wing of the Transepts, cleaning copious amounts of blood off her face.

ALBERTINE, TRUE NEPHILIM

Clan: Toreador

General Difficulty: 5/4

Standard Dice Pools: Physical 7, Social 9, Mental 8

Secondary Attributes: Health 7, Willpower 6

Exceptional Dice Pools: Brawl 6, Melee 7, Insight 8, Leadership 9, Persuasion 7, Occult 8

Disciplines: Auspex 5, Celerity 5, Presence 5



Chapter 6:

Baptism in Blood

Every party comes to an end.

After the coterie's had time to explore the tabernacle and encounter its trials and secrets, midnight arrives and everything they've done comes back to haunt – or help – them.

When's Midnight?

Tomas's midnight ritual is the climax to *Midnight Kiss*, but unlike some other stories, it doesn't happen directly after any previous scene. It also doesn't have to happen last; some coterie might discover a trial as they leave the party or could decide to break into the mausoleum if the ritual goes wrong. Storytellers should use their best dramatic judgement. If it feels like it should be time for the ritual, it is.

Here are a few suggestions for when to hold the Bloody Chrism:

- After one or more coterie members encounter at least two out of the four trials.
- After the coterie frees Albertine.
- After Emilio is devoured or Embraced.
- After at least one character suffers degeneration (*Vampire*, p. 239) due to their choices.

The Ball Drops

At midnight, Tomas calls the congregation to the Nave by using the building's PA system. Then he plays "Auld Lang Syne" over the speakers as the crowd gathers.

If any Nephilim Storyteller Characters the coterie knows are with them outside the Nave, they'll encourage the coterie to come to the gathering. Rebecca and Freddie want to bear witness, and Morgan decides that it's now or never if she is to confront Tomas. If Tomas sought to capture the coterie, they come here when caught, or the security ceases their pursuit when the coterie enters the Nave.

If no one's around to guide the coterie to the Nave, they don't have to go. They could use the time to discover the mausoleum (p. 21), now without a guard, or search for an exit.

The Bloody Chrism

When the coterie arrives at the Nave, they find it populated by Kindred and corpses. A few mortal guests have been Embraced, and the rest are either dead or dying.

Tomas addresses the non-believing Kindred in the crowd, his eyes locked on the coterie.

He tells them that in a few moments, they will accept Michael's divinity.

He pulls out a vial of Albertine's blood from his pocket. He wipes down his hands on a bleeding corpse. He calls someone up to the stage to undergo "a rebirth." He promises them that Michael's dreams will reshape them into a glorious form.

If any character has dots in Thin-Blood Alchemy or is familiar with it, an Intelligence + Occult test at Difficulty 2 highlights similarities between his description and the Profane Heiros Gamos Formula (**Vampire**, p. 286).

Who Goes On Stage?

Only someone with a heart prepared to receive Michael is suitable for the ritual. The purpose of the trials has been to see who was most inclined to indulge in the blood cult's mindset. In order of priority, choose one person to receive the ritual:

- A player character who's completed all four trials to Tomas's satisfaction.
- A player character who's completed at least two trials to Tomas's satisfaction.
- A supporting character close to the coterie who has completed at least one of the trials to Tomas's satisfaction.
- Emilio, if he was Embraced.
- Freddie.
- Rebecca.

If the coterie freed Albertine in an earlier scene (p. 23), she enters the room now, ending this scene and immediately starting another one (p. 26).

What Happens?

If a player character accepts the ritual or if the coterie doesn't stop a supporting character from undergoing it, Tomas cradles the subject's face in his hands. The Toreador asks the subject if they choose to follow the Lex Angelorum above all things. This is a player's last chance to reject the ritual.

If the subject accepts, Tomas cuts his breast open over the heart and forces them to drink from the open wound. He feeds them enough of his Blood to slake 1 Hunger. He pours the vial of Albertine's blood over their head as he sings Michael's praises. Then he releases the subject.

The audience bears witness to the subject's physical transformation.

Before everyone's eyes, flesh melts and reshapes, bones snap and reset, muscles spasm and untangle. The physical sensation is an excruciating swirl of pain and pleasure.

If the subject is a player character, they must roll a Stamina + Resolve test at Difficulty 6 minus 1 for each trial they completed to Tomas's satisfaction. A win reshapes the subject into an eerie fusion of their own looks and that of Michael's for the rest of this story. A critical win transforms them into the spitting image of Michael, no matter their previous appearance and presentation. Nosferatu subjects experience their curse creeping into the look after a few moments.

The change in looks is temporary, but the internal changes aren't. The player may choose to reorganize their Discipline powers for all previously purchased dots or instantly use experience points to purchase a dot of Auspex, Celerity, or Presence at an in-clan rate (or automatically gain one dot of each if this is a one-shot game).

Tomas proclaims the subject a Nephilim "now and forever." If the subject wasn't a member of the blood cult before, they'll keep tabs on them from here on out, pressuring them to finalize their conversion. The non-believing Kindred are impressed, and many will start attending Nephilim services. If this scene ends the story, Tomas dismisses everyone in triumph.

If the subject failed the roll, they do not change at all, gaining no benefits and instead suffering the margin of failure in Aggravated Physical damage.

If the subject failed to change or rejected the ritual on stage, Tomas is humiliated. The coterie has a chance to twist the knife using one of the methods that could have stopped the Chrism (p. 25).

Stopping the Chrism

If the coterie wants to stop the Chrism, they have a few options:

- **Call Him Out:** The coterie could use what they might have learned from Morgan (p. 13) or from investigating Tomas's haven (p. 21) to reveal Tomas's coup. The coterie may need to enter Social conflict with Tomas and may use their evidence as +1 Superficial Willpower damage weaponry. If Morgan is with them, he'll assist the coterie in the conflict.
- **Strike Back:** The coterie could rush the stage. They don't have to engage in an altercation with Tomas to stop the ritual; pulling the subject off the stage is enough. They may need to win a Strength + Brawl

test against a general difficulty, if they're grabbing an unwilling supporting character, or engage in a three-round Physical conflict, if grabbing an unwilling player character.

- **Debunk Him:** If the coterie discovered Tomas's journal (p. 22) or noticed the similarities to a thin-blood formula (p. 25), they can use that to prove to everyone that the Chrism isn't a miracle. This is an Intelligence + Occult test at Difficulty 4 (if using only the similarities to Thin-Blood Alchemy), Difficulty 3 (if using Tomas's journal), or Difficulty 2 (if the coterie knows the similarities and has Tomas's journal).
- **Bring In the Hunters:** If the hunters are still alive, still in Sterner Hall, and still willing to work with the coterie, they could be convinced with a Manipulation + Leadership test at Difficulty 5 to fight Tomas with improvised weapons. The Difficulty drops to 4 if the characters can provide them with something better than a chair leg. If Emilio is alive, he'll join in. They'll almost certainly die without help, but not before they smash Tomas's vial and deal him some harm.

No matter which method the coterie chooses, stopping the Chrism ruins Tomas's plans. While his Blood Bonded adherents are willing to overlook the incident, the non-believers will make this the talk of the next Elysium. It'll spur the Prince to start an investigation, dooming this chapter of the Nephilim. If this scene ends the story, Tomas dismisses everyone in shame.

Albertine Restored

If Albertine is free, she's hellbent on restoring her throne.

The congregation is shocked to see her in person and horrified when she rushes to Tomas in the blink of an eye. She grabs him by the collar and lifts him, demanding to know if he understands what he's done. His Blood Bond can't override the devotion older adherents have towards Michael and his descendants, so the crowd breaks out into a fight between those defending Tomas and those defending Albertine. Non-believing Kindred use this opportunity to get out, and the coterie could follow suit.

If the coterie stays, Albertine shows her appreciation for their help by letting them determine Tomas's fate. She'll follow whatever decision they make but makes it clear that she'll retake power no matter what.

- She destroys Tomas by decapitating him with a silver knife. It is a slow, agonizing event.

- She spares Tomas by imprisoning him in the mausoleum, the first step in a long reconciliation process. If the coterie requests for him to stay undead and continue the Blood Chrism, she allows it, but feeds the subject her Blood instead. The results horrify her. She vows to never let anyone perform the ritual again.
- If this scene ends the story, she dismisses everyone. Before the coterie goes, she offers them a chance to join her and "see what the Nephilim are truly like." She'll respect the choice they make.
- If Albertine was freed after the Chrism, this scene occurs in the Chancel instead. It happens as Tomas is about to dismiss the partygoers over the PA.

Epilogue: Happy New Year

If this is a one-shot game, the story ends when the party ends or the coterie leaves the building. If this is part of a continuing chronicle, there's an exciting year ahead:

- If Tomas got everything he wanted, he's still in for a bad time. The ruler(s) of the domain get word of a number of disappearances around Sterner Hall and demands a full investigation of the Nephilim. If the coterie joined Tomas's Nephilim, they'll have to choose between hanging Tomas out to dry or protecting his dream.
- If Albertine resumes command of the Nephilim, she plans a purge to purify her congregation. If the coterie joined Albertine's Nephilim, they're charged with determining who can keep the faith and who must go.
- If the coterie fought against Tomas and he's still in power they've made a very powerful enemy. He'll strike at everything the coterie holds dear. If they can build a case against him with the city's authorities, they might be able to take him down.
- If the hunters survived the night, they report their findings to the Society of St. Leopold. The Society's investigation leads them towards any player character who succeeded a trial.



Appendix: Player Character Coterie

While any group may play *Midnight Kiss*, here are some pre-written characters to get you playing immediately.

If the table doesn't want to have a mixture of thin-blooded and true vampires in their coterie, or if a player likes a character option for one type but wants to play

the other type, consult the character's "Notes" section for conversion instructions.

These characters are a Questari coterie, banded together for the purpose of finding a place for themselves in Kindred society, something that has eluded them so far.

LEON MCKAY (TROUBLED ARTIST)

Leon was once a rising star in the world of photography, known for his keen eye for framing and his haunting choice of subjects. His talent, combined with his naturally handsome looks, let him grace the covers of many art and photography journals. In private, he self-medicated an undiagnosed panic disorder with alcohol, which soon spiraled out of control. Belen Ramos, one of his long-time patrons and an established Toreador in the city, found him passed out and close to death. Unwilling to let the prodigy go, he Embraced him.

Now Leon balances his art career with his undead nature. It's not the newfound Hunger for blood that worries him. The quality of his work is slipping, and the public is starting to notice.

Motivation: The thought of becoming an outsider, a nobody, is terrifying. At first, becoming a vampire felt

like joining the ultimate elite, but since then Leon has realized that not all Kindred are equal. Some get to be part of the beautiful people and others get relegated to the margins. He's desperate to be an insider and claw back the status he's lost in one form or another.

ACTIONS:

These are things you can do but don't necessarily have to do.

- - Try to determine who are the insiders among the Children and how you can join them.
- - Participate in rituals as if they were old hat.
- - Gossip like crazy.

Notes: A thin-blooded Leon has a Generation of 14 and a Blood Potency of 0. He doesn't benefit from a Predator type or use Disciplines. He gains the Baby Teeth Thin-Blood Flaw and the Lifelike Thin-Blood Merit.

Clan: Toreador

Embraced: 2019 (Born 1996)

Ambition: Make sure my work lives longer than I do.

Predator: Scene Queen (local art scene)

Convictions: Expose the truth at any cost.

Touchstones: Greta Lansbury, photo gallery owner and relentless partygoer.

Humanity: 7

Generation: 13th

Blood Potency: 1

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 4, Manipulation 2, Composure 1; Intelligence 3, Wits 2, Resolve 3

Secondary Attributes: Health 5, Willpower 4

Skills: Larceny 1, Stealth 2; Etiquette 3, Intimidation (threats) 1, Performance (photography) 3, Persuasion 4, Streetwise (local art scene) 3, Subterfuge 2; Investigation 2, Medicine 1

Disciplines: Auspex 1 (Heightened Senses), Presence 2 (Awe, Lingering Kiss), Potence 1 (Soaring Leap)

Advantages: Beautiful, Contact (May Davis, city historian) 2, Fame (photographer) 2, High-Functioning Addict (+1 to Social pools after indulging in addiction), Mawla (Belen) 2

Flaws: Prey Exclusion (non-artists) 1, Stalkers, Addiction (Alcohol)

SHANE FISHER (ASSERTIVE FIXER)

Shane was a bully in childhood, a hardened criminal in adolescence, and a veteran extortionist in adulthood. Whenever the Partnership, an organized crime group in the region, needs dirty work done, they call Shane. When the elderly accountant who Shane was supposed to intimidate commanded Shane to freeze mid-punch so that he could break their arm in half, they were at once furious and envious. The accountant noticed and offered them the Embrace.

Now Shane serves as the local Camarilla's inside agent at the Partnership. They're still loyal to their mortal employer but are becoming more zealous about upholding the sect's place in the city with each passing night. It would be nice if all that loyalty was recognized.

Motivation: Being a loyal soldier means getting rewarded for your service. Shane takes care of the organization and the organization takes care of them. Unfortunately, among the Kindred the same doesn't

seem to be the case. Something more is needed. Status, visibility, connections. Perhaps the Children of the Angel could provide all that?

ACTIONS:

These are things you can do but don't necessarily have to do.

- Prove that you can ace any challenge the Children throw at you.
- Show strength by demonstrating that you can take anything.
- Become mesmerized by all the beauty around you.

Notes: A thin-blooded Shane has a Generation of 14 and a Blood Potency of 0. They don't benefit from a Predator type or use Disciplines except for Dominate. They gain the Bestial Temper Thin-Blood Flaw and the Discipline Affinity (Dominate) Thin-Blood Merit.

Clan: Ventrue (Clan Bane: Can only feed on blood from humiliated or beaten people)

Embraced: 2018 (Born 1990)

Ambition: Take command of this organization.

Predator: Alleycat

Convictions: Always carry through with your promises.

Touchstones: Derek Houston, server at a local late-night diner and part-time model.

Humanity: 6

Generation: 13th

Blood Potency: 1

Attributes: Strength 3, Dexterity 1, Stamina 3; Charisma 2, Manipulation 3, Composure 4; Intelligence 2, Wits 2, Resolve 3

Secondary Attributes: Health 6, Willpower 7

Skills: Melee 2, Stealth 2; Insight (detect lies) 1, Leadership 3, Intimidation (stick-ups) 4, Persuasion 3, Subterfuge 1; Awareness 3, Investigation 1, Politics 2

Disciplines: Celerity (Rapid Reflexes) 1, Dominate 2 (Cloud Memory, Mesmerize), Presence 1 (Daunt)

Advantages: Contact (Tucker "Cryptkeeper" McCarthy, body disposal technician) 3, Eat Food, Resources 3, Influence (the Partnership) 2

Flaws: Infamy (known criminal) 2

JADA SANFORD (CRAFTY INFORMER)

Jada always felt invisible while working in the office of an advertising firm. That she can now become invisible is a fact she chalks up to cosmic irony. One evening, her ride home from work was caught up in a gunfight between two rival coteries. The next bits are blurry in her memory. The driver died, and so did she, but a vampire who was there took pity on her and gave her the blood she needed to survive – and become Kindred.

Now Jada plays all sides of Kindred conflict in the city, spying for whoever pays the most in money, valuables, or blood. It's good work, but she still hopes for peace in her unlife.

Motivation: There are limits to how successful an information dealer can be, looking in from the outside. The invitation from the Children of the Angel represents a chance to move in and start playing the game for real. As a Nosferatu, Jada is not particularly

concerned about her own looks, but the idea of being surrounded by beauty is highly appealing.

ACTIONS:

These are things you can do but don't necessarily have to do.

- Get intimate with someone gorgeous.
- Figure out the power plays inside the Children of the Angel, and see if you can place someone in your debt.
- Network with mortal influencers you recognize thanks to your Mask.

Notes: A thin-blooded Jada has a Generation of 14 and a Blood Potency of 0. She doesn't benefit from a Predator type or use Disciplines. She gains the Dead Flesh Thin-Blood Flaw and the Vampiric Resilience Thin-Blood Merit.

Clan: Nosferatu

Embraced: 2017 (Born 1992)

Ambition: To live in total comfort surrounded by luxury.

Predator: Sandman

Convictions: It's always okay to mess with those who have it coming.

Touchstones: Savannah Holloway, investigative journalist and the sister of a deceased friend.

Humanity: 7

Generation: 13th

Blood Potency: 1

Attributes: Strength 2, Dexterity 2, Stamina 3; Charisma 1, Manipulation 4, Composure 3; Intelligence 2, Wits 3, Resolve 2

Secondary Attributes: Health 6, Willpower 5

Skills: Brawl 2, Larceny 3, Stealth (break-in) 3; Etiquette 2, Insight 3, Persuasion 2, Streetwise 1, Subterfuge 4; Awareness (ambushes) 1, Investigation 1

Disciplines: Obfuscate 3 (Silence of Death, Unseen Passage, Mask of a Thousand Faces), Potence 1 (Lethal Body)

Advantages: Mask (Janie Meyer, online lifestyle consultant) 2, Resources 3, Mawla (Shrew) 2, Bloodhound

Flaws: Obvious Predator

LEYLA WRIGHT (BRASH MUSICIAN)

When times got tough, Leyla turned to her guitar. It got her out of a rough home and into the hardscrabble music scene of the city. She established herself as an alt-country singer-songwriter with politically-charged lyrics and mind-bending riffs. She made friends from all walks of life, even a local biker gang. When a starry-eyed fan offered her the chance to “get some real power,” she thought it was a joke until he broke into her home and Embraced her. The Camarilla left the fan out for the sun but let Leyla go with a stern warning and brand on her neck.

Now Leyla's ready to make a splash in a brand-new scene. Times are tough again, and she knows exactly where to turn.

Motivation: No performing artist can exist on their own. They need an audience, a scene to be part of. The Children of the Angel might not quite be that scene, at

least not yet. But with a little bit less white marble and more counter-cultural credibility they might become what Leyla needs. They just need a little push.

ACTIONS:

These are things you can do but don't necessarily have to do.

- Play an impromptu concert and demonstrate your capacity to make things feel meaningful.
- Try to shake up the Children of the Angel by beating them in their own game.
- Become a fan of someone you meet.

Notes: As a true vampire, Leyla has a Generation of 13 and a Blood Potency of 1. She is a Brujah. She loses all Thin-Blood Flaws and Merits. She gains the Osiris Predator type and has the following Disciplines: Potence 2 (Lethal Body, Prowess) and Presence 2 (Awe, Lingering Kiss).

Clan: Thin-Blooded

Embraced: 2019 (Born 1989)

Ambition: Shake up this dead society by any means necessary.

Convictions: It's not a sin to obey someone you respect, even if they tell you to do something bad.

Touchstones: River Baker, a session bassist and a nightlife habitué.

Humanity: 7

Generation: 14th

Blood Potency: 0

Attributes: Strength 3, Dexterity 3, Stamina 2; Charisma 3, Manipulation 1, Composure 2; Intelligence 2, Wits 2, Resolve 4

Secondary Attributes: Health 5, Willpower 6

Skills: Melee 3, Stealth 2; Intimidation 3, Leadership 3, Performance (public speaking, guitar) 2, Persuasion 2, Streetwise 4, Subterfuge 1; Investigation (deduction) 1, Politics 1

Advantages: Catenating Blood (Thin-Blood Merit), Allies (Hell's Stampede, an outlaw biker gang) 3, Fame (alt-country star) 2, Herd (fan club) 2

Flaws: Branded by the Camarilla (Thin-Blood Flaw), Folkloric Bane (silver) 1, Enemy (Travis "Reb" Dunn, former manager) 1, Stigmata, Bond Junkie

MILOGOST “MILO” DABEK (GENIUS OUTCAST)

Growing up in a niche theosophical cult, Milo got to know occult theory of different stripes at an early age. They showed a knack for understanding complex esoteric topics and became a favorite of the cult's Kindred master, Felix Baciu. When the Prince granted the Tremere permission to sire a childe, Milo was the obvious choice, and Baciu promised the Prince that Milo would be a powerful asset. Unfortunately, the Embrace didn't quite take. To hide his shame, Baciu purchased a place overseas and moved Milo and their sister Alicja to the city.

Now, as a thin-blood with too much knowledge and a taste for the thicker kind of vitae, Milo tries to keep their head down. Their alchemical studies ease their curiosity somewhat but not enough.

Motivation: By all rights, Milo should have been a true Tremere instead of a thin-blood. They were born to it even as a mortal, or so it feels, looking back at their life and unlife. Becoming a thin-blood is fate's cruel joke! A travesty that must be remedied, one way or

another. If Milo can't find their place with the Tremere, perhaps the Children could offer a place where they can belong, succeed, and find power and admiration.

ACTIONS:

These are things you can do but don't necessarily have to do.

- Try to participate in any rituals or ceremonies the Children have.
- Complain about the vampiric condition.
- Treat Kindred with occult accomplishments with admiration and jealousy.

Notes: As a true vampire, Milo has a Generation of 13 and a Blood Potency of 2. The character is a Tremere. The character loses all Thin-Blood Flaws and Merits. The character loses Thin-Blood Alchemist but gains the Blood Leech Predator type and the following Disciplines: Auspex 1 (Sense the Unseen), Celerity 1 (Cat's Grace), Blood Sorcery 2 (A Taste for Blood, Extinguish Vitae, Ritual: Blood Walk).

Clan: Thin-Blooded

Embraced: 2021 (Born 1991)

Ambition: Experience all the mystical things I never could before.

Convictions: It's okay to encourage others to vile acts if it's for the purpose of helping them attain their highest selves.

Touchstones: Denise Becker, cashier at an occult bookstore.

Humanity: 6

Generation: 14th

Blood Potency: 0

Attributes: Strength 2, Dexterity 2, Stamina 1; Charisma 2, Manipulation 3, Composure 2; Intelligence 4, Wits 3, Resolve 3

Secondary Attributes: Health 4, Willpower 5

Skills: Brawl 1, Craft (design) 2, Stealth (Kindred) 2; Insight 4, Persuasion 1, Subterfuge 2; Academics (research) 1, Awareness 3, Medicine 3, Occult 3

Disciplines: Thin-Blood Alchemy 1 (Fixatio: Far Reach)

Advantages: Thin-Blood Alchemist (Thin-Blood Merit), Bloodhound, Mawla (Felix) 3, Resources 2, Retainer (Alicja Ducheski) 1

Flaws: Mortal Frailty (Thin-Blood Flaw), Shunned, Prey Exclusion (unwitting mortals), Stake Bait

DEWEY HOBBS (PRINCIPLED HUNTSMAN)

As a child, Dewey loved everything about his family's hunting trips except for the kill. When his wife Patricia made him promise to give it up, it was almost a relief. He kept that promise more than a decade after she passed away from leukemia. The itch for the hunt eventually overtook him, and on his first trip in years he was mauled by something that must have been a wolf but was far too large. As he lay in the darkness, something asked if he wanted to live. He said yes.

Now, Dewey must learn a lot of new things fast. He's found a few allies, Kindred he's holding onto for dear unlife, but he desperately needs some sort of a framework for his existence.

Motivation: Dewey needs to belong. He needs to be part of something that makes his new unlife make sense.

Otherwise, what's to stop existence from devolving into a moral mess where everybody is either predator or prey?

ACTIONS:

These are things you can do but don't necessarily have to do.

- Try new ways to hunt, just for the thrill.
- Catch and release.
- Compromise your values because you need to belong.

Notes: A full-blooded Dewey has a Generation of 13 and a Blood Potency of 1. The character is a Gangrel. The character loses all Thin-Blood Flaws and Merits. The character gains the Farmer Predator type and has the following Disciplines: Protean 3 (Eyes of the Beast, Feral Weapons, Shapechange) and Fortitude 1 (Unswayable Mind).

Clan: Thin-Blooded

Embraced: 2020 (Born 1968)

Ambition: Find a compromise between my faith and my new nature.

Convictions: Innocent life must be defended at all costs.

Touchstones: Susie Chrisman, a caretaker at the graveyard where Dewey's wife is interred.

Humanity: 7

Generation: 14th

Blood Potency: 0

Attributes: Strength 3, Dexterity 1, Stamina 3; Charisma 2, Manipulation 2, Composure 2; Intelligence 2, Wits 4, Resolve 3

Secondary Attributes: Health 6, Willpower 5

Skills: Brawl 2, Firearms 2, Survival (hunting) 3; Insight 2, Animal Ken 3, Intimidation 1, Streetwise 1; Awareness 4, Investigation 3, Medicine 2, Occult (blood cults) 1

Advantages: Anarch Comrades (Thin-Blood Merit), Allies (local hunting club) 2, Contact (Wilbur Reed, park ranger) 2, Mask (Tom Davidson, construction worker) 1, Resources 2

Flaws: Vitae Dependency (Thin-Blood Flaw), Farmer, Long Bond, Prey Exclusion (pets)

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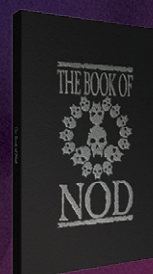
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